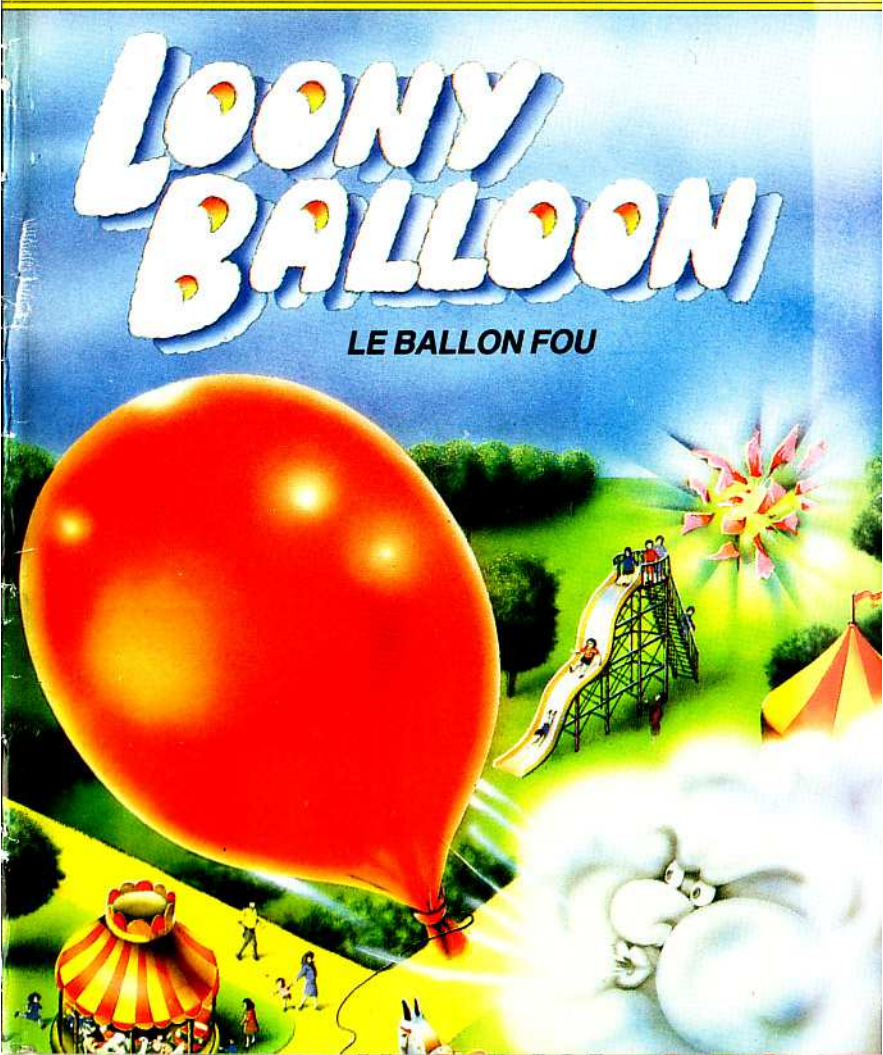
PHILIPS VIDEOPAC+



ENGLISH

This is a **Videopac**+ game cartridge which, as you may have seen already on the packaging, can be used on any **Videopac,** or **Jopac** game computer.
Regardless of the kind of game computer you use, the actual playing value and the game as such are identical. When you use a second generation game computer of the Videopac+ or Jopac type, this **Videopac**+ cartridge will produce high quality, more detailed graphics, as indicated on the back panel of the packaging. The actual game elements however are the same. To make the instructions as clear as possible only simple illustrations have been used in this booklet.

Great case has been taken with the programming and testing of all Videopac cartridges. There are literally millions of game situations however and there's a slight chance that you may run into one where the game stalls. In such cases there's only one thing you can do: press [△] and start the game again right from the beginning.

DEUTSCH

Dies ist eine **Videopac**+-Spielkassette, die - wie Sie schon auf der Verpackung lesen konnten - in Verbindung mit jedem **Videopac, Videopac**+- oder **Jopac**-Computer verwendbar ist. Unabhängig vom jeweils benutzten Computer sind jedoch der Spielwert und das eigentliche Spiel in allen Fällen völlig gleich. Wenn Sie einen Computer der zweiten Generation vom Typ Videopac+ oder Jopac benutzen, liefert diese Kassette ein besonders hochwertiges, detailscharfes Bild, wie auf der Rückseite der Kassettenschachtel angegeben. Zur Erklärung der Spielregeln enthält diese Gebrauchsanleitung deutlichkeitshalber nur einfache Illustrationen.
Grosse Sorgfalt wurde auf die Programmierung und das Austesten sämtlicher Videopac-Kassetten verwendet. Trotzdem kann unter den Millionen möglicher Spielsituationen der seltene Fall auftreten, dass das Spiel einmal blockiert wird. In solchen Fällen hilft nur eins: Taste [△] drücken und Spiel von Beginn an wiederholen.

FRANÇAIS

Comme vous l'avez peut-être déjà lu sur l'emballage, cette cartouche de jeu **Videopac**+ peut être utilisée sur tous les ordinateurs de jeu **Videopac, Videopac**+ ou **Jopac**.

Quel que soit le type d'ordinateur de jeu que vous utilisez, l'intérêt du jeu et le jeu lui-même sont identiques. Si vous utilisez un ordinateur de jeu de la deuxième génération du type Videopac+ ou Jopac, cette cartouche produira un graphisme de haute qualité, plus détaillé, comme indiqué au dos de l'emballage. Pour plus de clarté, seules des illustrations simples ont été utilisées dans cette brochure pour expliquer les règles du jeu.

Toutes les cartouches Videopac ont fait l'objet d'une programmation et de tests soignés. Il existe littéralement des millions de situations de jeu et les risques d'en rencontrer une où le jeu se bloque sont minimes. Le cas échéant, la seule solution consiste à appuyer sur la touche [△] et à reprendre le jeu au début.

NEDERLANDS

Dit is een **Videopac** + spel-kassette, die - zoals u wellicht al op de verpakking gezien hebt - gebruikt kan worden met elke **Videopac, Videopac** + of **Jopac** spel-computer.

Ongeacht welke spel-computer u gebruikt, de feitelijke spelwaarde en het spel op zich blijven absoluut gelijk. Gebruikt u een van de spel-computers van de tweede generatie, van het Videopac + of Jopac type, dan levert deze cassette zeer fraaie meer gedetailleerde beelden zoals u achterop de verpakking kunt zien. Om de gebruiksaanwijzing zo duidelijk mogelijk te houden worden in dit boekje alleen eenvoudige illustraties gebruikt.
Alle Videopac spel-cassettes zijn met grote zorg geprogrammeerd en getest. In zo'n spel komen echter letterlijk ontelbare situaties voor en er bestaat altijd een heel kleine kans, dat u een spel-situatie tegenkomt, waarbij de zaak vastloopt. Mocht zoiets voorkomen, dan is er slechts één oplossing: druk op [△] (RESET) en begin het spel weer van voren af aan.

ENGLISH

Numbers in the text refer to illustrations contained on a flap inside the back cover.

When using a Videopac game computer with built-in black and white monitor, you should set the contrast control at position 6.

LOONY BALLOON

A little boy, carrying a crazily-swaying balloon, crosses a children's playground. But before he can leave, he must reduce the sway of his balloon. To do this, he must collect at least 50 points . . . with your help of course. In the playground there are various amusements - a rocking horse, slide, roundabout and trees - all of which can earn points. And there are ways to earn bonus points as you will soon see. There are also hidden dangers that threaten the balloon. If you manage to get the boy out, still carrying the balloon, the game switches to another more challenging playground. If however, the balloon is burst, that's when the game ends.

Wide choice of games

Loony Balloon offers no fewer than 10 different game variations - a choice to suit every level of playing skill. They are numbered from 0 to 9, in ascending order of complexity. Game 0, the simplest, is shown in 3. There is also another significant difference: with games 0 to 4, the playground layout is fixed; games 5 to 9, however, take place in "magical" playgrounds where walls can appear, disappear or simply jump from one location to another. 4 and 5 and 6 show the first three changes occurring in game 5.

Game selection

To start a new series of games, press RESET [△] on your console keyboard, and the words SELECT GAME will appear on the screen. Now you can choose any game from 0 to 9 simply by pressing the appropriate number key, e.g. [4] 7. The corresponding playground will appear on the screen with the little boy 8 and his loony balloon 9 at the entrance. Using the joystick 2 of your right hand control unit, guide the boy to the various playground amusements - the slide 10, roundabout 11, rocking horse 12 and trees 13. Playing on these earns points, but each item can only be used once. Bonus points can also be obtained . . . but these involve a certain amount of risk!

Watch out for the birds . . .

One danger is a playful bird 14 that frequently swoops across the playground at the height of the boy's head. Naturally the balloon will burst if the bird touches it. You can prevent this by pressing the ACTION button 1 on your hand control; the boy will immediately let go of the balloon which will then float up and away from him . . . and from the bird. Once the bird is safely past, giving you a handsome bonus as it does so, the boy can then chase and catch the balloon. This is done by lining up the boy's hand with the bottom of the string and by pressing the ACTION button at the same time. Always remember though that when the boy moves from left to right, his right hand holds the balloon, and vice versa. An audible "bleep" will confirm the catch . . . and a few more bonus points acquired.

. . . and sudden gusts of wind!

All the playgrounds suffer from sudden gusts of wind 15 which spring up if the boy stands still for too long. These gusts are so powerful and unexpected that they blow the balloon out of the boy's grasp. And, if there happens to be a wall close by - that will be the end of the balloon, and the game! Another point to keep in mind is that when a game has been in progress for some time, the balloon will rise more rapidly when released. This makes it more difficult, and ultimately impossible, to catch the balloon before it bursts.

Increasing game complexity

Balloon acceleration is just one example of how the complexity increases as the game progresses. If you succeed in bringing the boy and balloon through the playground exit, his victory leap 16 will signify more bonus points - and an increase in complexity. The boy and balloon move automatically from the old playground 17 to the entrance of another playground 18, with a different, more complicated layout. This applies equally to games with a fixed playground layout (as screens 17 and 18 show for game 0) and those with a magic playground (see screens 19 and 20 for game 5). To make things even more difficult, the game takes place at a faster pace, and the gusts of wind tend to spring up more quickly than before.

Scoring

Roundabout	12 points
Slide	10 points
Rocking horse	7 points
Each tree	5 points
Catching balloon	2 points
Evading bird	8 points
Leaving playground	25 points

The total number of points accumulated during a game is indicated at the bottom of the screen 21. At the end of the first game, when the balloon has burst 22, you can key in your name in place of the six question marks 23. Unused question marks can be removed by touching the SPACE key, and if you make an error while keying in the letters, just operate the CLEAR key and start again. Your score will remain on screen as the highest score 24 until it is exceeded and a new name entered, or a new series is begun by pressing RESET [△]. A new game can be started simply by moving the joystick. Winner is the player with the highest score at the end of a series of games.

Ask your dealer about the other Videopac and Videopac + games:

1. Race
   Spin-out
   Cryptogram
2. Pairs
   Space rendezvous
   Logic
3. American Football
4. Air-sea war
   Battle
5. Blackjack
6. Tenpin Bowling
   Basketball
7. Mathematician
   Echo
8. Baseball
9. Computer Programmer
10. Golf
11. Cosmic Conflict
12. Take the Money and Run
13. Playschool Math
14. Gunfighter
15. Samurai
16. Depth Charge
    Marksman
17. Chinese Logic
18. Laser War
19. Catch the Ball
    Noughts and Crosses
20. Stone Sling
21. Secret of the Pharaohs
22. Space Monster
23. Las Vegas Gambling
24. Flipper Game
25. Skiing
26. Basket Game
27. Electronic Table Football
28. Electronic Volleyball
29. Dam Buster
30. Battlefield
31. Musician
32. Labyrinth Game
    Supermind
33. Jumping Acrobats
34. Satellite Attack
35. Electronic Billiards
36. Electronic Soccer
    Electronic Ice Hockey
37. Monkeyshines
38. Munchkin
39. Freedom Fighters
40. 4 in 1 Row
41. Conquest of the World
42. Quest for the Rings
43. Pickaxe Pete
44. Crazy Chase
45. Morse
46. The Great Wall Street Fortune Hunt
47. Adversaries
48. Backgammon
49. Turtles
50. Super Bee
51. Terrahawks
52. Killer bees
53. Nightmare
54. Loony Balloon
55. Neutron Star

C7010. Chess

A. Newscaster

C7420. Home Computer Module

Printed in France
Copyright protection is claimed on the program stored within the cartridge
© 1983 Philips Export B.V.

S.A. PHILIPS INDUSTRIELLE ET COMMERCIALE
Société Anonyme au capital de 200.000.000 F
50, avenue Montaigne, 75380 PARIS CEDEX 08
R.C.S. PARIS B 622 051 738

3111 176 12490 SIP

PHILIPS

PHILIPS